

FM2616 - UI Design

UI design for Games

View Online



Adams, Sean et al. Graphic Design Rules: 365 Essential Design Dos and Don'ts. London: Frances Lincoln Limited Publishers, 2012. Print.

Adobe Photoshop CC. Classroom in a book. San Jose, Calif: Adobe, 2013. Print.

Albers, Josef. Interaction of Color. Rev. ed. New Haven: Yale University Press, 1975. Print.
Ambrose, Gavin, and Paul Harris. The Fundamentals of Typography. 2nd ed. Lausanne: AVA Academia, 2011. Print.

Anderson, Stephen P. Seductive Interaction Design: Creating Playful, Fun, and Effective User Experiences. Berkeley, Calif: New Riders, 2011. Print.

Bergstrom, Bo. Essentials of Visual Communication. London: Laurence King Pub, 2008. Print.

Budelman, Kevin, Yang Kim, and Curt Wozniak. Brand Identity Essentials: 100 Principles for Designing Logos and Building Brands. Beverly, Mass: Rockport Publishers, 2010. Print.
Cooper, Alan et al. About Face: The Essentials of Interaction Design. Fourth edition. Indianapolis, IN: Wiley, 2014. Print.

England, David. Whole Body Interaction. Human-computer interaction series. London: Springer, 2011. Print.

Grady, Sean M. Virtual Reality: Simulating and Enhancing the World with Computers. New ed. Facts on File science library. New York: Facts On File, 2003. Print.

Hyland, Angus, and Steven Bateman. Symbol. London: Laurence King, 2011. Print.

Krause, Jim. Visual Design: Ninety-Five Things You Need to Know : Told in Helvetica and Dingbats. Creative Core. [San Francisco, CA]: New Riders, 2015. Print.

Kristof, Ray, and Amy Satran. Interactivity by Design: Creating & Communicating with New Media. Mountain View, Calif: Adobe Press, 1995. Print.

Lidwell, William, Kritina Holden, and Jill Butler. Universal Principles of Design: 125 Ways to Enhance Usability, Influence Perception, Increase Appeal, Make Better Design Decisions, and Teach through Design. Rev. and updated ed. Beverly, MA: Rockport, 2010. Web.
<<http://lib.myilibrary.com/browse/open.asp?id=524130&entityid=https://idp.brunel.ac.uk/entity>>.

McKay, Everett N. UI Is Communication: How to Design Intuitive, User Centered Interfaces

- by Focusing on Effective Communication. Amsterdam: Elsevier, Morgan Kaufmann, 2013. Web.
<<http://lib.myilibrary.com/browse/open.asp?id=494376&entityid=https://idp.brunel.ac.uk/entity>>.
- Moggridge, Bill. Designing Interactions. Cambridge, Mass: MIT, 2007. Web.
<<http://lib.myilibrary.com/browse/open.asp?id=209775&entityid=https://idp.brunel.ac.uk/entity>>.
- Moore, Rick. UI Design with Adobe Illustrator. Berkeley, Calif: Adobe Press, 2013. Print.
- Norman, Donald A. Emotional Design: Why We Love (or Hate) Everyday Things. Pbk. ed. New York: Basic Books, 2005. Web.
<<http://lib.myilibrary.com/browse/open.asp?id=362839&entityid=https://idp.brunel.ac.uk/entity>>.
- . The Design of Everyday Things. Revised and expanded edition. New York: Basic Books, a member of the Perseus Books Group, 2013. Web.
<<http://lib.myilibrary.com/browse/open.asp?id=574528&entityid=https://idp.brunel.ac.uk/entity>>.
- Saunders, Kevin, and Jeannie Novak. Game Development Essentials: Game Interface Design. 2nd ed. Clifton Park, NY: Thomson Delmar Learning, 2013. Print.
- Stead, Chris, and Ken Wong. The Making of Monument Valley: Secrets behind the Best Indie Games. [Place of publication not identified]: Old Mate Media, 2017. Print.
- Stone, Terry Lee, Sean Adams, and Noreen Morioka. Color Design Workbook: A Real-World Guide to Using Color in Graphic Design. Gloucester, Mass: Rockport, 2006. Print.
- Tidwell, Jenifer. Designing Interfaces. Farnham: O'Reilly, 2005. Print.
- Wood, Brian and Adobe Systems. Adobe Illustrator CC: The Official Training Workbook from Adobe Systems. Classroom in a book. San Francisco, California: Peachpit, a division of Pearson Education, 2013. Print.
- Wood, Dave. Interface Design: An Introduction to Visual Communication in UI Design. Basics interactive design. London, UK: Fairchild Books, an imprint of Bloomsbury Publishing Plc, 2014. Print.
- Wroblewski, Luke. Mobile First. New York: A Book Apart, 2011. Print.